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- 1 [SaveMe: a system for archiving electronic documents using](#) 100%  
[messaging groupware](#)

Stefan Berchtold , Alexandros Biliris , Euthimios Panagos

**ACM SIGSOFT Software Engineering Notes , Proceedings of the  
international joint conference on Work activities coordination  
and collaboration March 1999**

Volume 24 Issue 2

Today, organizations deal with an ever-increasing number of documents that have to be archived because they are either related to their core business (e.g., product designs) or needed to meet corporate or legal retention requirements (e.g., voucher). In this paper, we present the architecture and prototype implementation of SaveMe, a document archival system that is based on network-centric groupware such as Internet standards-based messaging systems. In SaveMe, the actions of archiving, retriev ...

2 The operational semantics of an active message system 100%

1 Robert Palumbo , Hossein Saiedian , Mansour Zand  
**Proceedings of the 1992 ACM annual conference on Communications** April 1992

The traditional computer-based message systems, messages are typically viewed as passive entities with no processing power. The users are thus responsible for explicitly creating, routing and processing each message instance. Messages, however, may be viewed as active objects which can do certain processing on their own. This paper explores the concept of "messages as objects" for office automation purposes.

3 Diversity in the use of electronic mail: a preliminary inquiry 99%

1 Wendy E. Mackay  
**ACM Transactions on Information Systems (TOIS)** October 1988

Volume 6 Issue 4

This paper describes a series of interviews that examine the ways that professional office workers use electronic mail to manage their daily work. The purpose is to generate hypotheses for future research. A number of implications for the design of flexible mail systems are discussed. Two principal claims are made. First, the use of electronic mail is strikingly diverse, although not infinitely so. Individuals vary both in objective measures of mail use and in preferred strategie ...

4 Process migration 99%

1 **ACM Computing Surveys (CSUR)** September 2000  
Volume 32 Issue 3

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

- 5 Partially shared views: a scheme for communicating among groups 99%  
4 that use different type hierarchies

Jintae Lee , Thomas W. Malone

**ACM Transactions on Information Systems (TOIS)** January 1990

Volume 8 Issue 1

Many computer systems are based on various types of messages, forms, or other objects. When users of such systems need to communicate with people who use different object types, some kind of translation is necessary. In this paper, we explore the space of general solutions to this translation problem and propose a scheme that synthesizes these solutions. After first illustrating the problem in the Object Lens system, we identify two partly conflicting objectives that any translation scheme ...

- 6 CACHET: an adaptive cache coherence protocol for distributed 98%  
4 shared-memory systems

Xiaowei Shen , Xiaowei Shen , Larry Rudolph

**Proceedings of the 13th international conference on Supercomputing** May 1999

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- 1 [Interactive posters: Effects of instant messaging interruptions on  
computing tasks](#) 80%

Edward B. Cutrell , Mary Czerwinski , Eric Horvitz

**CHI '00 extended abstracts on Human factors in computer  
systems** April 2000

This paper describes a study that probes the cost of interrupting users with instant messages during different phases of a computing task. We found that interrupting users during the "evaluation phase" of the task resulted in significantly longer completion times than interruptions in other phases. We also found that interruptions that were irrelevant to the task resulted in longer times to process the message and longer task resumption times than relevant messages. These initial results have im ...

- 2 [Sensing techniques for mobile interaction](#) 80%
- [Ken Hinckley](#) , [Jeff Pierce](#) , [Mike Sinclair](#) , [Eric Horvitz](#)

**Proceedings of the 13th annual ACM symposium on User interface software and technology November 2000**

**3** Principles of mixed-initiative user interfaces 80%

**4** Eric Horvitz

**Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit May 1999**

**4** Bridging science and applications (panel 1) 80%

**4** Jude Shavlik , Lawrence Birnbaum , William Swartout , Eric Horvitz , Barbara Hayes-Roth

**Proceedings of the 4th international conference on Intelligent user interfaces December 1998**

**5** Continual computation policies for utility-directed prefetching 80%

**4** Eric Horvitz

**Proceedings of the seventh international conference on Information and knowledge management November 1998**

**6** Compelling intelligent user interfaces&mdash;how much AI? 80%

**4** Larry Birnbaum , Eric Horvitz , David Kurlander , Henry Lieberman , Joe Marks , Steve Roth

**Proceedings of the 2nd international conference on Intelligent user interfaces January 1997**

**7** Structure and chance: melding logic and probability for software 80%

**4** debugging

Lisa Burnell , Eric Horvitz

**Communications of the ACM March 1995**

Volume 38 Issue 3

Software errors abound in the world of computing. Sophisticated computer programs rank high on the list of the most complex systems ever created by humankind. The complexity of a program or a set of interacting programs makes it extremely difficult to perform offline verification of run-time behavior. Thus, the creation and maintenance of program code is often linked to a process of incremental refinement

and ongoing detection and correction of errors. To be sure, the  
detection and repair o ...

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99%

 Debra A. Lelewer , Daniel S. Hirschberg**ACM Computing Surveys (CSUR)** September 1987

Volume 19 Issue 3

This paper surveys a variety of data compression methods spanning almost 40 years of research, from the work of Shannon, Fano, and Huffman in the late 1940s to a technique developed in 1986. The aim of data compression is to reduce redundancy in stored or communicated data, thus increasing effective data density. Data compression has important application in the areas of file storage and distributed systems. Concepts from information theory as they relate to the goals and evaluation of data ...

2 OceanStore: an architecture for global-scale persistent storage 99%

1 John Kubiatawicz , David Bindel , Yan Chen , Steven Czerwinski , Patrick Eaton , Dennis Geels , Ramakrishna Gummadi , Sean Rhea , Hakim Weatherspoon , Chris Wells , Ben Zhao

**Proceedings of the ninth international conference on Architectural support for programming languages and operating systems** November 2000

Volume 28 , 34 Issue 5 , 5

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to persistent information. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and cryptographic techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and denial of service attacks; monitoring also enhances performance through pro-active movement ...

3 OceanStore: an architecture for global-scale persistent storage 99%

1 John Kubiatawicz , David Bindel , Yan Chen , Steven Czerwinski , Patrick Eaton , Dennis Geels , Ramakrishan Gummadi , Sean Rhea , Hakim Weatherspoon , Westley Weimer , Chris Wells , Ben Zhao

**ACM SIGPLAN Notices** November 2000

Volume 35 Issue 11

OceanStore is a utility infrastructure designed to span the globe and provide continuous access to persistent information. Since this infrastructure is comprised of untrusted servers, data is protected through redundancy and cryptographic techniques. To improve performance, data is allowed to be cached anywhere, anytime. Additionally, monitoring of usage patterns allows adaptation to regional outages and denial of service attacks; monitoring also enhances performance through pro-active movement ...

4 Consulting through electronic mail 99%

1 Elizabeth R. Pohlhaus

**Proceedings of the 25th annual ACM SIGUCCS conference on User services: are you ready?** November 1997



5 Archival storage for digital libraries 98%

4 Arturo Crespo , Hector Garcia-Molina

**Proceedings of the third ACM conference on Digital libraries May 1998**

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Multimodal Interfaces, 2002. Proceedings. Fourth IEEE International Conference on , 14-16 Oct. 2002

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[\[Abstract\]](#) [\[PDF Full-Text \(464 KB\)\]](#) **IEEE CNF****2 Dynamic construction and refinement of utility-bas categorization models***Kim Leng Poh; Fehling, M.R.; Horvitz, E.J.;*

Systems, Man and Cybernetics, IEEE Transactions on , Vol. Issue: 11 , Nov. 1994

Page(s): 1653 -1663

[\[Abstract\]](#) [\[PDF Full-Text \(1100 KB\)\]](#) **IEEE JNL****3 An approximate nonmyopic computation for value information***Heckerman, D.; Horvitz, E.; Middleton, B.;*

Pattern Analysis and Machine Intelligence, IEEE Transaction Volume: 15 Issue: 3 , March 1993

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